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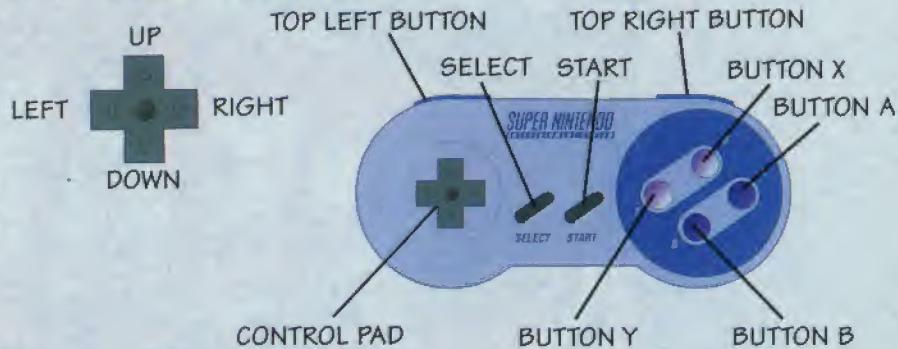
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is OFF.
2. Insert the **HOME IMPROVEMENT** Game Pak as described in your Super NES manual.
3. Turn the power switch ON.

THE CONTROL PAD



START Pauses/Unpauses Game
 BUTTON A Uses Collected Tools
 BUTTON B Jump
 BUTTON X Shoots/Disengages Grappling Hook
 BUTTON X + UP Shoots Grappling Hook Up
 BUTTON X + RIGHT/LEFT Swings Sledge Hammer Right /Left
 BUTTON X + DOWN Uses Jackhammer
 BUTTON Y + RIGHT/LEFT Run to the Right or the Left
 CONTROL PAD RIGHT/LEFT Walk Right/Left
 CONTROL PAD DOWN Crouch
 TOP RIGHT/LEFT BUTTONS Shoots Collected Tools Diagonally

While Grappling . . .

- Press **UP** or **DOWN** on the **CONTROL PAD** to raise or lower Tim, respectively.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD** in the direction Tim is swinging to gain momentum.
- Press **BUTTON B** to jump upwards while disengaging the Grappling Hook to reach platforms.

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GAME INSTRUCTIONS

Tim will have his hands full trying to get back the stolen prototypes of the Taylor-Turbo power tools, but he'll have plenty of other tools to do the job with! There are 8 tools that Tim can hefty and battered 20 lb. sledae use during the course hefty and batt... of the game; he'll ha jackhamm... grapping...

There will be
going on all
at the stuc
bats flitting
the "Monste
set, and the
and sinister
Vampire mast
guarding one o
the Taylor-Turt
tools at the
end of the level!

The other half of the time, he'll need the nail man gun. The nail man gun (Tim calls man it "the AK-47 of to is one of the the si. best weapons that use on his quest. It has the ability to pu into an attacking en huge, hungry Venus F

The Sledge Hammer

As an

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of it!

ple like Tim.
a challenge
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ack the

• need to ask anyone
item is and rush in to fix

themselves! Although it's frowned upon by the most macho of the breed, some real men actually refer to blue prints for help. If you find yourself in need of—dare we say it?—instructions, you can refer to the enclosed poster blue prints for hints.

REAL MEN DON'T NEED INSTRUCTIONS

... to beat back
on the set of "Dinosaur Safari".

PROJECT NOTES

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Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
Suite 300 South
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel: (201) 818-4800

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Pak's be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Pak's until they have been received by us at the above address.

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